2018

SCNC
**SKILLS CANADA
NATIONAL COMPETITION**

OCMT
**OLYMPIADES CANADIENNES
DES MÉTIERS ET
DES TECHNOLOGIES**

SkillsCompétences
Canada
Edmonton2018

CONTEST DESCRIPTION / DESCRIPTION DE CONCOURS

2D CHARACTER COMPUTER ANIMATION
ANIMATION INFORMATISÉE 2D

SECONDARY /
NIVEAUX SECONDAIRE

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1 THE ESSENTIAL SKILLS FOR CAREERS IN THE SKILLED TRADES AND TECHNOLOGY

SCC is currently working with Employment and Social Development Canada (ESDC) in order to bring awareness to the importance of Essential Skills that are absolutely crucial for success in the workforce. Part of this ongoing initiative requires the integration and identification of Essential Skills in contest descriptions, projects, and project documents. The next phase and very important aspect of our Essential Skills (ES) initiative is to provide an ES report card to each competitor at the Skills Canada National Competition. The purpose of the ES report card is to inform the competitor about their current level of essential skills based on their competition scores. With this knowledge, the competitor will be made aware which essential skill may require improvement. Full implementation is expected in the 2017 Skills Canada National Competition.

The following 9 skills have been identified and validated as key essential skills for the workplace in the legend below:
[1]Numeracy, [2]Oral Communication, [3]Working with Others, [4]Continuous Learning, [5]Reading Text, [6]Writing, [7]Thinking, [8]Document Use, [9]Digital

These essential skills have been identified with in section 2.3 and/or 3.2 of your Contest Description. The top three Essential Skills for your area of competition have been identified on your Project and all other supporting project documents.

2 CONTEST INTRODUCTION

The animation industry is growing and vibrant, providing an opportunity for creative employment. It requires a combination of technical and artistic skills, the ability to manage time, communicate ideas and work together in a team environment. The purpose of this competition is to provide contestants with an opportunity to compete with others from across Canada to demonstrate key skills and their understanding of the animation process.

The fundamental concepts of animation will be emphasised and implemented throughout the two-day event. The competition will focus on the participants' ability to tell a story through expressive characters and engaging storytelling.

Teams will present their storyboard, pose test, animatic and final product to the judges at specific times during the competition. The final animations will be presented at the end of the competition.

2.1 Description of the associated work role(s) or occupation(s).
http://skillscompetencescanada.com/en/careers/information-technology/character-computer-animation/

2.2 Purpose of the Challenge

To provide competitors with the opportunity to experience the production process and demonstrate their knowledge and skill.

2.3 Duration of contest

12 hours (not including team presentations and viewing)

2.4 Skills and Knowledge to be tested

Employability Skills:
- Team work[3]
- Time management[7]
- Reading[5]
- Planning[7]
- Attention to detail

Preproduction[9]:
- Composition
- Asset Design
- Storyboarding
- Writing
- Character Pose Tests
- Animatic

Production:
- Cinematography
- Asset Construction
- Rendering
- Animation
- Exporting
- File Management
- Appeal of Final Product

Essential Skills – [3]Working with Others, [5]Reading Text, [7]Thinking(Job Task Planning & Organizing), [9]Digital

3   CONTEST DESCRIPTION

3.1 List of documents produced and timeline for when competitors have access to the documents.

DOCUMENT	DATE OF DISTRIBUTION VIA WEBSITE
Judging Criteria	January 2018
Storyboard Template	January 2018
Character Turnaround	January 2018
Competitors' Handbook • Principles of Animation • Storyboard symbols • Critical Path • Animatic Example • Storyboard Example	January 2018

3.2 Tasks that may be performed during the contest.

- Competitors will be given 12 hours to develop assets including storyboards, animatics and animations. You will be given a story location and idea to animate to. The 2018 contest will be focused on acting and pantomime and will have an audio sound track but not a dialogue sound track. The animation should be a minimum 10 seconds and a maximum 15 seconds and formatted at 1280 X 720 .mov H.264 @ 24 FPS.

- Story Event: (value 30%): At the time of the competition, an additional action and sound file will be given to the competitors to be integrated fully in the story (wildcard). The animation should be minimum 10 seconds to maximum 20 seconds and formatted at 1280 X 720 .mov H.264 @ 24 FPS. The competitor will be required to submit their work at a resolution of 1024 x 720 as an MP4 encoded with the H.264 codec.

- **Story Idea**: Use the sound clip provided to create your initial animation, remember that you will have a second sound clip provided at the competition that will differ somewhat and you will need to modify your original idea to integrate the new sound clip completely into your scene. Because of the lack of dialogue, the animator can concentrate on acting, poses and timing. Competitors have time to block the action, plan the shots, create backgrounds and props. Your character should be actively doing something.

Animation Pantomime:
Reference: http://www.animationtipsandtricks.com/2011/01/can-you-provide-some-tips-for-good.html

4   EQUIPMENT, MATERIAL, CLOTHING

4.1 Equipment and material provided by <u>Skills/Compétences Canada.</u>

- Table and Chair

4.2 Equipment and material provided by the <u>competitor.</u>

- Competitors are required to bring their own device and software's for the 2018 competition. Each competitor can choose their own device and software so their workflow and process is to what they are familiar with.

- If competitors are bringing a computer or laptop from their school (instead of their personal computer), please ensure that the computer is unlocked so documents and possibly software can be saved/installed to the hard drive and technology support can be provided onsite. This may require access to CMOS settings.

- Optimum Hardware Requirements:
  - Intel Graphics Workstation i7 Quad Core Processors
  - 1 TB HD
  - 16Gb RAM
  - Dedicated video card (suggested 2GB) as approved by Autodesk
  - Flat Panel Display 1920 X 1080
  - Sound card
  - Operating System –Windows 7 or 10 64 Bit
  - WiFi enabled computer system

- Suggested software:
  - Adobe CC Animate, ToonBoom Harmony, ToonBoom Storyboard Pro

- Video and Graphic Software:
  - Adobe Photoshop, Adobe After Effects, and Adobe Premiere Pro.

- Viewing Software:
  - VLC

- Additional equipment and material suggested
  - Tablet and driver (Driver compatible with your system)
  - Headphones
  - Pencils and erasers

4.3 Required clothing provided by the competitor.

- No special requirements

5 SAFETY REQUIREMENTS

5.1 List of required personal protective equipment (PPE) provided by the <u>competitor.</u>

- No (PPE) required

6 ASSESSMENT

6.1 Point breakdown

POINT BREAKDOWN	/100
Preproduction	25
Animation	25
Wildcard	30
Final Product	20

Please see Judging Criteria document for detailed score breakdown.

7 CONTEST SPECIFIC RULES

Contest specific rules cannot contradict or take priority over the Competition Rules. They do provide specific details and clarity in areas that may vary from contest to contest. Any additional contest rules will be reviewed during competitor orientation.

TOPIC/TASK	CONTEST SPECIFIC RULE
Project Details	• Competitors will be disqualified if the animation exceeds the maximum length or is too short • All animation renders must be completed and fully rendered in the specified format by 1 P.M on the second day of the competition • No files will be allowed to be brought into the competition. No additional plugins and scripts can be used (other than those found in the final shipped version of the software) may be used. • You can use the internet find reference footage, help videos, and tutorials. However, you cannot install additional plugins and scripts (other than those found in the final shipped version of the software). Be aware of plagerism rules from copying other people's work. • Digital Drawing tools such as tablets are permitted. If you bring your own tablet, please bring your tablet drivers to the competition. Contestants will responsible to install and troubleshoot their devices.

8   ADDITIONAL INFORMATION

8.1 Consecutive translation

If consecutive translation is required on site, the Skills/Compétences Canada Provincial/Territorial offices must advise Skills/Compétences Canada National Secretariat a minimum of 1 month prior to the competition or this service might not be guaranteed.

8.2 Tie (No ties are allowed)

In the event of a tie, the team with the highest score in the Animation Criteria will be declared the winner. If a tie still remains, the competitor with the highest score in the Wildcard criteria will be declared the winner. If a third tie occurs, the competitor with the highest score in the Preproduction criteria will be declared the winner.

8.3 Competition rules

Please refer to the competition rules for the Skills Canada National Competition

9   NATIONAL TECHNICAL COMMITTEE MEMBERS

Member Organization	Name
Nova Scotia	Robert Gibson
Ontario	Alexi Balian
Prince Edward Island - Chair	Chris Sharpley
Newfoundland and Labrador	Jason Aue
Manitoba	Justin McGillivray
British Columbia	Patty Chomseng

Contact the Skills/Compétences Canada national secretariat for any questions or concerns: Marilou Leduc (mariloul@skillscanada.com).